Stanley Kwong

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➢ Experienced Technical Artist with over 20 years of experience creating award winning Feature Animation, VFX, VR and AR at companies such as Disney, DreamWorks, Apple and Facebook
➢ Improved visual quality of Horizon Worlds, Meta's early version of the metaverse
➢ Created AR filters/effects seen by over 1 billion users on the Messenger platform
➢ Developed and shipped award-winning Virtual Reality titles on every platform, including PC (Rift/Vive), mobile (GearVR/Daydream) and console (PSVR)
➢ Extensive experience using UE4 Blueprints, JavaScript, Python, C++ and 3D computer graphics applications such as Maya and Nuke as well as rendering engines such as V-Ray
➢ Lead and mentored dozens of Technical Artists, several of whom were promoted to be Leads

Experience

Meta
Technical Artist - Burlingame, CA - 2019-present

Horizon Art Team
- Delivered high-quality, optimized VR/AR content in Horizon Worlds
- Prototyped new features in Horizon by writing C# and Typescript. Also wrote/modified GLSL shaders
- Collaborated cross-functionally w/ engineering and artists to develop new content creation tools
- Utilized DCC toolset knowledge to instruct artists on asset creation best practices

Hogarth WW at Apple, Inc.
Lead Technical Artist - Cupertino, CA - 2017-2019

iPhone and iPad Product Rendering and Lighting
- Created high-end, industry-leading photorealistic CG artwork using Maya, V-Ray and proprietary pipeline tools. Artwork was displayed in Apple stores, billboards and on Apple.com
- Lead projects to achieve client objectives within budgetary constraints and approved timelines
- Partnered with cross-functional teams of creatives, engineers & clients to bring their ideations to life in 3D

Penrose Studios
Senior Technical Director - San Francisco, CA - 2015-2017

Arden's Wake, Allumette, The Rose and I
- Researched, designed and prototyped **AR** short *The Rose and I* for Microsoft Hololens using Unity (C#)
- Collaborated with design, engineering, artists and QA to ship **VR** shorts *The Rose and I* and *Allumette* on Oculus Rift, HTC Vive, Samsung GearVR, Google Daydream and Sony PSVR. Launch partner on all five platforms.
- Ported PC based **VR** short *The Rose and I* UE4 project (Blueprints/C++) to mobile platforms GearVR and Daydream
- Developed method to simulate 6DOF input with 3DOF mobile headset and trackpad input for **VR** short *The Rose and I*
- Created/fine-tuned the direct lighting, reflections and shadows for *Arden's Wake*, working with the Art Director
- Wrote and maintained UE4 Blueprints and Blueprint Function Libraries for **VR** shorts *The Rose and I* and *Allumette*

DreamWorks Animation
Lead Lighting Technical Director - Glendale, CA - 2010-2015

NOVA (A division of DreamWorks' New Technology Initiative, IGO), Kung Fu Panda 2, Turbo, Madagascar 3:Europe's Most Wanted, Puss in Boots:The Three Diablos
- Created photoreal content with DreamWorks' proprietary Physically Based Renderer
- Prototyped Kung Fu panda VR experince, *Shifu's Grotto*
- Designed, managed, and maintained DreamWorks' HDR (High Dynamic Range) capture process and workflow
- Accelerated client's product development cycle and enhanced product marketing with DreamWorks' CGI pipeline
- Along with 1-2 other co-leads, lead a team of up to 10 Production Lighters
- Setup various interior and exterior sequences
- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot

PDI/DreamWorks Animation
Lighting Technical Director - Redwood City, CA - 2008-2010

Madagascar 2, Monsters vs. Aliens, MvA:Bob's Big Break & Mutant Pumpkins from Outer Space

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Lit and composited Bob the Blob, a translucent character made up of almost a dozen different render layers, including refraction, reflection, bubbles, inner core gradient, diffuse, etc.

Sony Pictures Imageworks
Lighting Technical Director - Culver City, CA - 2005-2007

Open Season: IMAX 3-D, Boog & Elliot's Midnight Bun Run, Sony Imageworks Logo

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Converted shots from *Open Season* to stereoscopic 3D shots for *Open Season: IMAX 3-D*
- Wrote a few custom RenderMan shaders for the Sony Imageworks Logo project

DreamWorks Animation
Pipeline/Lighting Technical Director - Glendale, CA - 2003-2005

Shark Tale, Madagascar, The Madagascar Penguins in a Christmas Caper

- Created and fine-tuned the direct lighting, reflections, and shadows for each assigned shot, working with the Art Director and CG Supervisors. Composited all elements of the shot
- Co-designed and implemented the Lighting Exporter, a Tcl/Tk tool that worked with LUIGI (*Shark Tale* Lighting Tool) to export Lighting Rigs from master shots to other similar shots
- Developed various Perl, Python and MEL tools used in the *Shark Tale* CG pipeline

DreamWorks Animation
Assistant Technical Director - Glendale, CA - 2001-2003

Sinbad

- Utilized Maya Assets (DreamWorks' proprietary XML-based DAM system based on Maya referencing) and PeRCS (DreamWorks' proprietary RCS) to set-up/track/version animation department data
- Worked as an interface between the CG Layout department and the 2D traditional animation department

Walt Disney Feature Animation
Scene Setup Administrator - Burbank, CA - 1997-2000

Disney's Dinosaur

- Utilized ADAM/AXS (WDFA's proprietary DAM and RCS) to set-up/track/version animation department data
- Developed various UNIX utilities that were widely used in WDFA's digital production pipeline

Skills	**Programming Languages:** C/C++, Python, Perl, MEL, JavaScript, csh **Operating Systems & Software Packages:** Linux, Maya, Nuke, UE4, Unity, V-Ray **Proprietary DreamWorks Software :** Torch, LIGHT, COMP, LUIGI **Proprietary Sony Imageworks Software :** Katana, Birps (RenderMan Lighting Tool), Bonsai
Education	**University of California, Davis** **Major:** B.S. Computer Science (Computer Graphics and Scientific Visualization Emphasis) **Minor:** English (Film Studies Emphasis)
References	Dave Walvoord, Visual Effects Supervisor, DreamWorks Animation Brad Herman, CTO & Co-Founder, SPACES, Inc. Scott McKee, CG Supervisor, DreamWorks Animation Gabriel Portnof, CG Supervisor, DreamWorks Animation